Troll MICRO

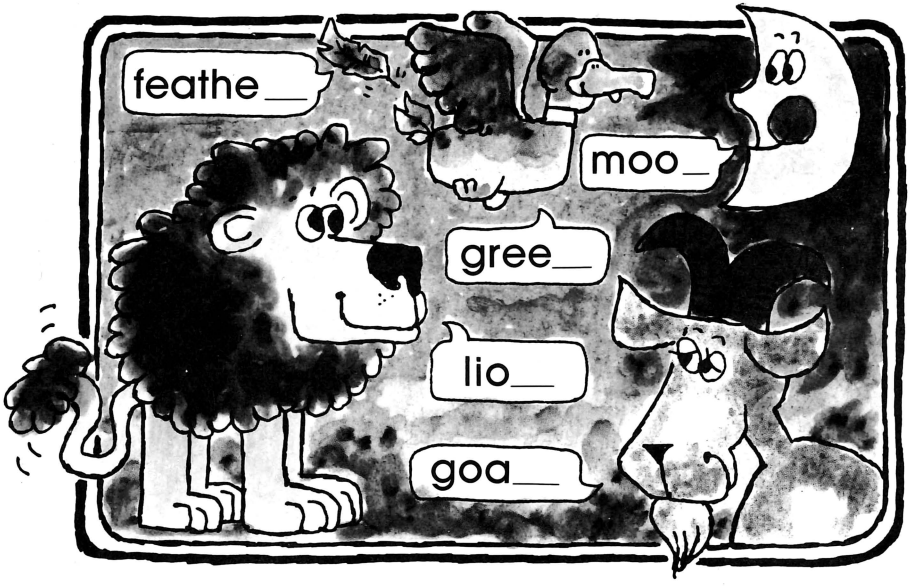
CHAPTER 1

COURSEWARE

USER'S GUIDE

Reading Fun

FINAL CONSONANT SOUNDS



Troll Micro-Software

READING FUN
Final Consonant Sounds
Micro User's Guide

System Requirements

1. Apple IIGS, IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

How to Use This Program

Reading Fun: Final Consonant Sounds is an interactive program designed to help children recognize the sounds of the consonants when found in the final position in words. The program includes Teacher Options that permit custom tailoring of the program to individual needs. For details see the Teacher Options section of this guide.

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cut-out facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. The student is then asked for his or her name, and whether sound is desired. The program, which consists of three separate activities, will automatically load and run. The default settings for the activities are described under **Skills Activities.**

Special Keys

CONTROL	X	**Return to "Sign-on" frame**
CONTROL	O	**Turn Sound On or Off**

Skills Activities

Three to Get Ready

A target picture and word are shown, but a blank line appears where the final consonant should be. The missing consonant is displayed nearby, in oversized upper and lower case letters. Three additional pictures with words are shown below. By pressing the space bar, the student circles a picture that ends with the same consonant as the target, then presses Return. Next, the student circles another picture with the same final sound. Then a new target and three new sets of pictures appear. After four sets of pictures, the next activity begins automatically.

Which Sound?	A target picture and word appear in a box on the left side of the screen. To the right are two additional pictures, each with a matching word. The student uses the space bar to find the picture that ends with the same sound as the one in the box (alternately, the student may be asked to find the word with a different sound.) When Return is pressed, a new target and two new choices appear. After four sets of pictures, the next activity begins automatically.
Sounds Like Fun	A target consonant is shown in upper and lower case letters at the top of the screen. Three pictures with matching words appear below. The student uses the space bar to move a box to the picture that ends with the same sound as the target consonant, and presses Return. This procedure is repeated with a second and third target consonant. When all three pictures have been matched with target consonants, three new pictures and targets appear. After four sets of pictures, the "sign-on" frame appears, and the program can be repeated or played by a different student.

Teacher Options

Default settings for the activities are described above. In addition, teachers may custom tailor each of the activities. To begin Teacher Options, press **Control T** at any time after the program begins.

CAUTION: When the disk drive light is on:
NEVER open the drive door
NEVER press RESET
NEVER turn off or re-boot the computer.

Which Letters: This option allows the teacher to choose which final consonants will be used in the program. The consonants appear on the screen, and each consonant currently being used appears in inverse. The default setting uses all available consonants. (The letters C, H, J, Q, V, W, Y, and Z are not available in the program.) To change the settings, simply press the letter keys. Each time a letter key is pressed, that final consonant is turned on (shown in inverse) or off (normal). At least 4 letters must be turned on. When the letters you want are shown in inverse, press **Return.**

How the Lessons are Run: This option allows the teacher to choose either to have the activities run automatically or to have them chosen from a menu. Press 1 to automatically run each activity or press 2 to use a menu.

Now you will be asked if you want to keep the rest of the settings as last set, or restore them to the default settings.

Review The Settings: This option allows the teacher to see the settings and accept or change each setting.

For each of the following options, the current setting will be shown. You will be asked, "Is this ok?" Press **Y** to keep the current setting or press **N** to change the setting.

Three to Get Ready

The Difficulty Level: The "EASY" setting is the default, and is described in **Skills Activities** above. The "HARD" setting differs in two ways. First, the oversized final consonants are not displayed next to the target pictures. Second, after the student correctly circles the two pictures that have the same final sound as the target, two letters appear (in both upper and lower case) and the student is asked to circle the letters that have the same sound as the pictures.

How the Words Appear: This option allows the teacher to specify how the words should appear beneath the pictures in the program.

1) **Partial words.** This is the default setting, which prints a word beneath each picture, except that a blank line appears in place of the final consonant.

2) **Complete words.** This setting prints the complete word beneath the picture.

3) **Words do not appear.** With this setting, words will not be printed at all. This setting should therefore be used only after the student is thoroughly familiar with all the pictures and their names.

How Many Questions: To change the number of questions that will be asked in this activity, type a number from 0 to 99 and press **Return.** If 0 is typed, the activity will not be done at all.

Which Sound?

The Difficulty Level: The "EASY" setting is the default, and is described in the Skills Activities section. In the "HARD" setting, three pictures appear, and the target picture is not identified.

Same or Different: This option allows the teacher to specify if the student should identify words that end with the same sound, different sounds, or both.

Identifying pictures with the SAME SOUND: On the "EASY" level, the student uses the **Space Bar** to circle the picture that ends with the same sound as the target word. On the "HARD" level, the student circles the two pictures that end with the same sound.

Identifying pictures with DIFFERENT SOUNDS: On the "EASY" level, the student uses the **Space Bar** to box the picture that ends with a sound that is different from the target word. On the "HARD" level, the student boxes the one picture that ends with a different sound from the other two.

Identifying pictures with BOTH SAME AND DIFFERENT SOUNDS: This is the default setting. Both types of problems described above are done alternately.

How The Words Appear: Same as described in **Three to Get Ready.**

How Many Questions: Same as described in **Three to Get Ready.**

Sounds Like Fun

How the Words Appear: Same as described in **Three to Get Ready.**

How Many Questions: Same as described in **Three to Get Ready.**

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cutout in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If any program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

Apple II, II+, IIe, IIc, and IIGS are registered trademarks of Apple Computer, Inc.

Troll Associates
100 Corporate Drive, Mahwah, N.J. 07430

© 1989 Troll Associates, Inc.